

In The Claims:

Kindly amend claims 1, 12, 24, 36 and 38 as follows:

1. (Twice Amended) In a gaming system comprising a memory, a service station and at least a first gaming location enabling play of a game, apparatus for enabling communication with the service station and the first gaming location comprising:

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an interactive first communication unit operable from the first gaming location including a first display visible from the first gaming location and displaying a message unrelated to play of the game without interrupting the game depending on a preference of a player stored in the memory before the message is displayed at the first gaming location;

an interactive second communication unit operable from the service station, including a second display visible from the service station; and

a network arranged to transmit data so that messages are displayed on the first display and the second display.

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12. (Amended) The apparatus of claim 1 wherein the first display displays a menu of a plurality of types of personal service available according to the preferences of the player.

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24. (Twice Amended) In a gaming system comprising a service station, a memory and at least a first gaming location enabling play of a game by a first player, a method of enabling communication with the service station and the first gaming location comprising:

storing a preference of the first player in the memory;

B3
concl. generating messages at the first gaming location and displaying messages unrelated to play of the game without interrupting the game, the messages being visible from the first gaming location interactively after the preference is stored in the memory;

generating messages at the service station and displaying messages visible from the service station interactively; and

transmitting the generated messages.

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36. (Amended) The method of claim of claim 24 wherein said displaying messages visible from the first gaming location comprises displaying a menu of a plurality of types of personal service available according to the preferences of the player.

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38. (Amended) The method of claim 24 wherein said displaying messages visible from the first gaming location comprises displaying a menu of personal message services available and enabling entry of a name of a person and a message.

REMARKS

Responding to the Claim Rejections - 35 USC § 103, the rejection of claims 1-7, 9, 11 and 24-35 under 35 U.S.C. 103 as being unpatentable over Dubno et al. (U.S. Patent No. 4,722,053, "Dubno") in view of Walker et al. (U.S. Patent No. 6,110,041, "Walker") is respectfully traversed. The amendments to claim 1 are supported by the embodiments described in connection with Fig. 1 in paragraph 33 (page 11) and paragraph 39 (page 14). Amended claim 1 is limited to (emphasis supplied):

1. (Twice Amended) In a gaming system comprising a memory, a service station and at least a first gaming location enabling play of a game, apparatus for